

36. (Original) A method according to claim 24, wherein said three-dimensional polyhedron is presented as a concave polyhedron.

37. (New) The method of claim 14 wherein the rotation enabling input device is a joystick, one or more buttons or a movement detection sensor.

38. (New) The method of claim 24 wherein the rotation enabling input device is a joystick, one or more buttons or a movement detection sensor